

TRANSMITTING MPEG DATA PACKETS RECEIVED
FROM A NON-CONSTANT DELAY NETWORK

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Abstract

Transmitting data packets received from a non-constant
delay medium includes storing the data packets in a buffer,
determining a play-out schedule for the data packets based
on timing information in the data packets, and transmitting
10 the data packets from the buffer in accordance with the
play-out schedule. Two of the data packets may contain
time-stamps and the play-out schedule may be determined
based on a difference between the time-stamps.

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